

ESC PRESIDENTS' FORUM

Outline

- Six Possible Models (Concepts)
- Approaches/Themes (Organizing)
- > Issues
- Questions



- Classic DoD model
- Fee for Service Model
- GTN Model
- Organic Model User is the developer
- Commercial COTS/GSA used "as-is"
- Strategic Alliance Model joint venture of interested parties sharing award/reward
 - Participants: DoD (as participant not just customer), Industry



- Where should the core competencies reside?
 - AF looks for an application source provider
 - The internet language will be the next language instead of a stand alone application
- C2 should be web enabled solution
 - linked with legacy software
 - DII-COE??
 - Global Transportation Network Model yahoo with subscription database behind it with Pointcast in it's future
 - success w/in constraints



- Need for defense contractors to adapt to IT business techniques
- Partnership btwn DC and IT for investment and development into a .com model
- "Contracted Air Force" concept
 - Never cheaper for industry to do something (versus in-house) unless there is an additional market for it.
- Application Service Model
 - Works with a common service ex. Medical service
 - Why don't we business process engineer?
 - Reduces training requirements
 - DoD selected high level architecture for Interoperability
 - No difference than TCP-IP



- ➤ Total Service Model Concept of Fee for service vs. current gov't procurement of goods
 - Incentivize industry to provide end product (buy solution)
 - Long-term contract option possibilities (15+ years)
 - Teaming relationship w/ collaborative effort
 - Gov't out of OT&E, configuration control
 - Initial process takes same amount of time up front, then faster
- Difference from Commercial
 - Mission critical
 - Value added to being at the head of the competition
 - Forward leaning
 - Funds
 - Willing to partner



- Problem of nailing down the requirements
 - Users are changing
 - Business can't get to the user to effect change
 - Who are the real decision makers
 - Process issue
 - How to build discipline in the system to build/field/update the systems that you need
 - Hardware systems have discipline
 - Lacking in software system
 - Requirements when user is involved are constantly changing keep user close but not intimately involved
 - Affordability
 - Mistrust of contractors' solutions for operational user
 - Misunderstanding of requirements
 - < 100% solution
 - Investment into Technology Planning



- Legacy systems Legacy System
 - Cannot afford to upgrade/maintain
 - Make Legacy Systems cheaper to operate



- Collaborative Commerce/Environment
 - Web-based, dynamic environment
 - Instantaneous evolution
 - Answer to requirements drag
 - Consensus vs Collaborative
 - Budget lead-time is outside of the turn circle of the IT environment
 - Need to use more multi-year appropriations R&D extended
 - Occurs at all levels worker/O-6/General Officer



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What's Next??